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## The Path



VIEW SOURCE



This article is an expansion based on a canon element. For canon information on this topic, follow the link to The Witcher Wiki: [The Path](#).



This fan-fiction article, **The Path**, was written by [Witcher190](#). Please do not edit this fiction without the writer's permission.

**The Path**, otherwise called **the Trail** or **the road** are terms employed by witchers to describe their extensive travels across various regions, where they pursue contracts to hunt down monsters. Witchers traverse both continents and seas (the latter being the case for the [School of the Crane](#)), seeking opportunities to fulfill contracts without a specified limit on what constitutes a valid assignment. As winter approaches, witchers gather at their respective keeps, patiently awaiting the end of the cold season (as observed with the schools present in the Northern Kingdoms).

During the winter hiatus, witchers rest, and with the arrival of spring, they resume their trade, venturing out once more. While witchers are typically trained to work independently, there are instances where they may choose to collaborate on a contract, dividing the rewards between them.

Occasionally, a witcher returned from the road with a new recruit in tow. If such adept managed to get through the grisly [Trials](#), they would earn the insignia of professional monster hunters—silver medallions and two swords. Thus equipped, they themselves took to the road for the first time. In the [Northern Kingdoms](#) and the [Nilfgaardian Empire](#), the [School of the Griffin](#), [School of the Fox](#), and [School of the Wolf](#) would have their members help one another from time to time, even encouraging it during the Trials, forming a firm sense of fraternity and friendship. Something similar happened as well in distant lands among members of the [School of the Dragon](#) and the [School of the Lunganite](#). The [Bears](#), on the other hand, preferred solitude. Hence their encounters on the road rarely ended without bloodshed.

In regions with different climates, the concept of The Path remains consistent, but the timing of witchers' repose varies. In subtropical or tropical areas (as seen with the already mentioned School of the Crane and with the [School of the Bat](#) and the [School of the Chameleon](#)), for example, witchers strategically time their retreat to their fortresses during the rainy season. The downpours and adverse weather conditions pose challenges to their effectiveness, prompting a temporary pause in their monster-hunting endeavors. Once the rains subside, they emerge once again to resume their duties.

In desert regions (as seen with the [School of the Scorpion](#)), witchers opt for fortress respite during the scorching summers, as the extreme heat forces monsters into hiding for survival. This season of reprieve spans approximately nine months, ensuring their activity is concentrated during the more tolerable months of the year.

In regions with temperate climates (like [Vicovalo](#)), witchers adjust their schedules to the changing seasons (as seen with the [School of the Fox](#)). As autumn sets in and temperatures begin to drop, they intensify their efforts, taking advantage of the dwindling activity of certain monsters before the onset of winter. During the colder months, they focus on indoor pursuits, such as refining their combat techniques or studying the habits of new monsters they anticipate encountering in the spring.

In regions characterized by Arctic climates (like the [Far North](#)), witchers face unique challenges. With harsh, unforgiving winters lasting for extended periods, they must adapt their strategies accordingly. During these frigid months, witchers retreat to specially fortified keeps designed to withstand the extreme cold. Here, they engage in rigorous physical training to maintain their strength and agility, as well as sharpening their skills in preparation for the brief but intense hunting season that follows the thaw (as seen with the [School of the Owl](#)).

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